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# A CAD Interface for GEANT4

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**Abstract** Often CAD models already exist for parts of a geometry being simulated using GEANT4. Direct import of these CAD models into GEANT4 however, may not be possible and complex components may be difficult to define via other means. Solutions that allow for users to work around the limited support in the GEANT4 toolkit for loading predefined CAD geometries have been presented by others, however these solutions require intermediate file format conversion using commercial software. Here within we describe a technique that allows for CAD models to be directly loaded as geometry without the need for commercial software and intermediate file format conversion. Robustness of the interface was tested using a set of CAD models of various complexity; for the models used in testing, no import errors were reported and all geometry was found to be navigable by GEANT4.

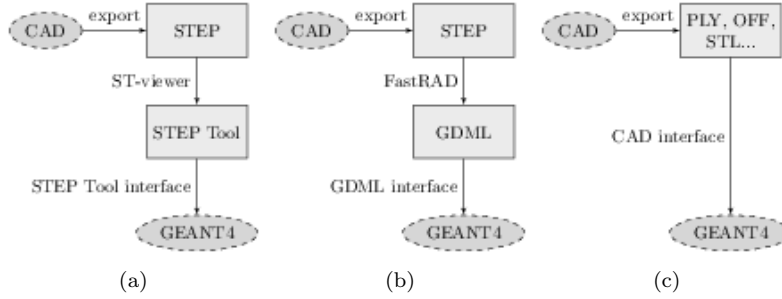
**Keywords** Monte Carlo, GEANT4, computer aided design, CAD, geometry

## 1 Introduction

Geometry & Tracking 4 (GEANT4) is a C++ toolkit specifically designed to track particles traversing a geometry whilst being subject to physical processes [7, 8], it finds application in fields such as nuclear and particle physics, space engineering, and medical physics [10, 14, 15, 18]. Numerous physical processes can be modeled including photo-nuclear interactions, optical processes such as scintillation and Cherenkov radiation and other particle interactions over a wide energy range (250 eV up to TeV energies); the full gamut of processes available to the user is described by others [7, 8]. Fast and effective geometry definition is available to the user with constructs such as *G4Orb* for defining orbs, *G4Box* for defining rectangular prisms and the concept of boolean solids. Complex and irregular solids defined by a surface mesh can also be created using the *G4TessellatedSolid* [7, 8].

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**Fig. 1** A diagrammatic comparison between two currently available CAD import techniques where (a) shows the technique described in persistence example G02, (b) shows the STEP to GDML conversion technique [12], and (c) shows the new direct import technique proposed here within.

Currently however, there is limited support for directly loading pre-existing or user defined computer aided design (CAD) models as geometry in GEANT4, whether it be an arrangement of primitive solids, or a surface mesh. Of the two methods available, both are reliant on intermediate file format conversion using commercial software [9, 12] and can only load CAD models described using the standard for the exchange of product model data (STEP - ISO 10303) [16].

ISO standard STEP is a CAD format designed to supersede the still widely used initial graphics exchange specification (IGES) [2, 16]. As such STEP has previously been the target format for loading CAD geometry into GEANT4. The persistence example with identifier ‘G02’ distributed with GEANT4 describes loading STEP Tools (STEP Tools Incorporated, New York) files directly. Intermediate conversion of STEP to STEP Tools is required using the commercial ST-Viewer program or ST-Developer libraries (STEP Tools Incorporated, New York). This process, shown in Fig.1(a) allows for assemblies of components to be loaded directly, however the STEP Tools programs and libraries may be prohibitively expensive for some users. Constantine et al [12] described the process of converting STEP to geometry description mark-up language (GDML) using the commercial software FastRad (Tests & Radiation - Toulouse) [9], refer to Fig.1(b). Functionality within the GEANT4 toolkit already allows for geometries to be saved and reloaded using GDML [11], it is based on extensible mark-up Language (XML), allowing for persistence of many aspects of the GEANT4 geometry hierarchy [11]. However, as with the method used in GEANT4 persistence example ‘G02’, FastRad may also be considered prohibitively expensive for some users as it has a requirement of annual licensing, in addition to this the trial version limits the conversion process to no more than 20 elements per assembly.

Loading CAD models as geometry in a GEANT4 Monte Carlo simulation is particularly useful in instances where the geometry is such that it would be difficult to define with an arrangement of primitive solids. Typical examples include the description of components in beamlines such as targets, filters and collimators and for medical applications, metallic implants such as hip prostheses and anatomical structures derived from x-ray CT scans. CAD based geometry allows for more accurate simulation based representations of an experimental setup to be attained more rapidly [12], especially if parts of the experimental setup have already been

designed using CAD software. Whilst using a CAD model as geometry in GEANT4 may reduce the possibility of error when compared to manually creating a geometry in GEANT4 [12], any requirement to convert the CAD geometry to an intermediate file format gives rise to the potential for incorrect geometry definition, especially in instances where the source CAD geometry is undergoing regular modification and intermediate file conversion is not automated or in sync with revisions to the source CAD file.

Programming toolkits already exist for the creation and manipulation of triangular and quadrangular boundary representation (BREP) meshes; the same kinds exportable by many modern CAD packages [5, 13, 17]. Most notably the freely available templated C++ library VCGLIB (Visual Computing Laboratory, Italy) offers advanced mesh manipulation functionality and point cloud surface reconstruction algorithms. In addition to this, VCGLIB already offers an import/export interface for many common CAD file formats [5]. Herein we describe a very simple technique that allows for BREP CAD models to be directly loaded as tessellated solids in GEANT4. The technique is capable of handling many BREP file formats exportable by CAD programs whilst not relying on intermediate file format conversions.

## 2 Methods

The GEANT4 (version GEANT4.9.5 patch 1) geometry hierarchy is divided into solids, logical volumes and physical volumes where solids describe shape, logical volumes define material properties and mother-daughter relations, and physical volumes define placement within the mother volume [7, 8]. The equivalent GEANT4 solid to a BREP geometry is the tessellated solid (*G4TessellatedSolid*) and has specific properties so as to enable correct geometry navigation by the GEANT4 kernel. In particular, the tessellated solid must describe a closed surface, that is to say the boundary between the inside and outside of the solid is defined for all points. Furthermore, all faces on this surface (whether they be triangular or quadrangular faces), must not have coincident vertexes; for example a triangular face must have exactly three unique vertexes thereby ensuring it has an area greater than zero. When a face is added to the solid, the direction and order of the vertexes must be anti-clockwise when the normal of the face is pointing towards the inside of the volume; the GEANT4 navigator uses this convention when it determines if a point is inside or outside of the tessellated solid. For tessellated solids with face vertex order in the opposite direction, navigation errors may arise. Additionally, boolean operations can not be performed with tessellated solids.

As common BREP CAD file formats and GEANT4 tessellated solids encode a surface mesh in similar ways, a direct mapping can be achieved by iterating over all of the faces in a BREP and adding them directly to the tessellated solid in GEANT4. For a direct mapping to be effective however, vertexes and faces defined in a BREP must be accessible in a common way that is independent of the source file format. This common access to various CAD file formats is achieved here using VCGLIB. Various custom types derived from VCGLIB base classes may be defined so as to describe for example a stereo-lithography format (STL) [1] or Stanford polygon file format (PLY) [6] mesh and the elements that encode it, such as vertexes, edges and faces. Template parameters are used to

attach attributes such as position for example to these custom types, in effect each custom type becomes a collection of specific VCGLIB attributes; a comprehensive description of this scheme is provided in the VCGLIB documentation [5]. Wrappers as they are referred to in VCGLIB extend the core to provide mesh manipulation functionality including importers, exporters and mesh refinement tools, generally the arguments that these wrappers expect are instances of custom types inheriting from VCGLIB base types. Here a custom VCGLIB type is defined that acts as the access layer between common CAD files and GEANT4, the process is automatic and transparent to the user. Implementation, usage and validation of this scheme is detailed in the following.

## 2.1 Design of the Interface

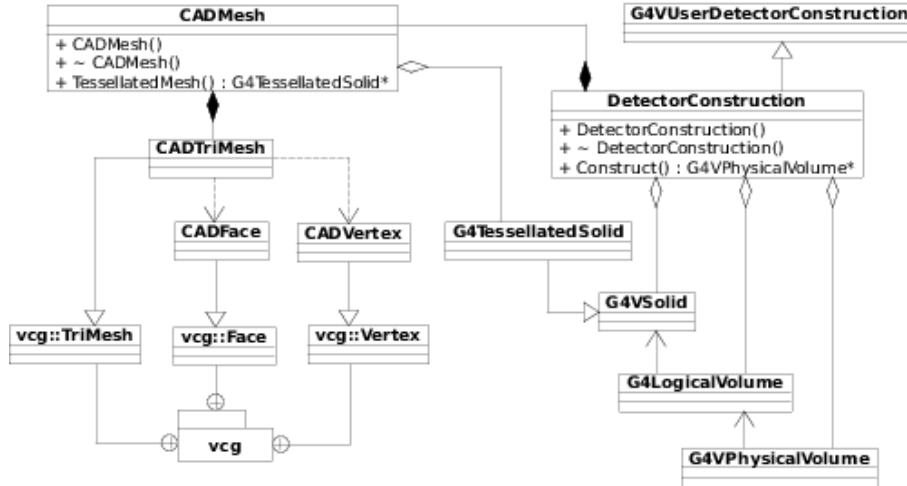
### 2.1.1 Implementation

Referring to the unified modeling language (UML) diagram [4] in Fig.2, the core of the proposed CAD interface is a mapping between the VCGLIB derived *CADTriMesh* class which is comprised of faces and vertexes, and the GEANT4 *G4TessellatedSolid* class. This mapping is performed automatically with an instance of the CAD interface *CADMesh* class, and unlike the manual solutions described above, requires no intermediate files or manual manipulations using commercial software. Upon creating an instance of *CADMesh* and supplying it with the file name and type of the target CAD file, an instance of *CADTriMesh* is populated with a mesh described in the CAD file. A VCGLIB import wrapper is used to perform this action, with a *vcg::tri::io::ImporterPLY* wrapper used to populate *CADTriMesh* with a mesh described in a PLY formatted file for example. At this point, *CADTriMesh* enables access to the contents of the CAD file in a manner that is independent of its format. Other triangular facet mesh importers provided by VCGLIB include: Wavefront geometry definition (OBJ), Geomview object file format(OFF), STL files and more [5].

Given that *CADTriMesh* is now populated with vertexes and faces describing a mesh, the *CADTriMesh::FaceIterator* iterator is used to iteratively instantiate a GEANT4 *G4TriangularFacet* for each face. Subsequently, these faces are added to the tessellated solid using the *G4TessellatedSolid::AddFacet* method. Once the iterator has looped over all faces, the *G4TessellatedSolid::SetSolidClosed* method is called, preventing further faces from being added to the volume. The *CADTriMesh* object is set public so the user may interact with it and VCGLIB directly from within GEANT4, however this is not required if the user simply wants to load a supported CAD file into GEANT4.

### 2.1.2 Usage

At the user level, all functionality provided by the CAD interface is contained within an instance of the *CADMesh* object, which can be made available to the user with the inclusion of the *CADMesh.hh* C++ header file in the user detector construction. Instantiation of a *CADMesh* object and a call to the *CADMesh::TessellatedMesh* method generates and returns a *G4TessellatedSolid* suitable for inclusion in the user geometry in the same manner as with any typical *G4VSolid*



**Fig. 2** UML class diagram showing interaction between VCGLIB, CADMesh and a GEANT4 user detector construction. The symbols have the usual meaning when considering a UML class diagram [4]. C++ class names prefixed by *G4*, *CAD* and *vcg* belong to GEANT4, the described CAD interface, and VCGLIB respectively and *DetectorConstruction* is a user defined class.

object. Following the standard GEANT4 geometry hierarchy, material properties and volume meta-data unique to the volume can be assigned with association to a *G4LogicalVolume*, and placement of the *G4TessellatedSolid* within a mother volume with association to a *G4PhysicalVolume*. Constructor arguments include the file name for the file that contains the mesh, a file type identifier, and optional arguments specifying the units of the coordinates described in the file, a *G4ThreeVector* used to offset the mesh in the *x*, *y* and *z* directions, and a boolean option - *reverse*. The reverse boolean option results in faces being added to the *TessellatedSolid* with the order of their vertexes opposite to what is reported in the source CAD file should the vertex order be opposite to what is required for a *G4TessellatedSolid*. CAD file types currently supported by the interface include OFF, PLY, STL and COLLABorative Design Activity digital asset schema (COLLADA) [3].

The source code of the interface is distributed with an autoconf script for testing for, and locating the required dependencies of the CAD interface, as well as generating a Makefile for compilation of the *CADMesh.so* shared object library. A working installation of GEANT4 is required for successful compilation of the library, additionally the source code for VCGLIB – which is freely available on the internet [5] – is required to enable support for loading OFF, STL and PLY files. From the users perspective however, direct interaction with VCGLIB is not required as it is used internally and automatically by the CAD interface. Once compiled, user code requires linking against *CADMesh.so* in the usual way, a process which is documented as a part of the source code distribution of the library.

## 2.2 Validation of the Interface

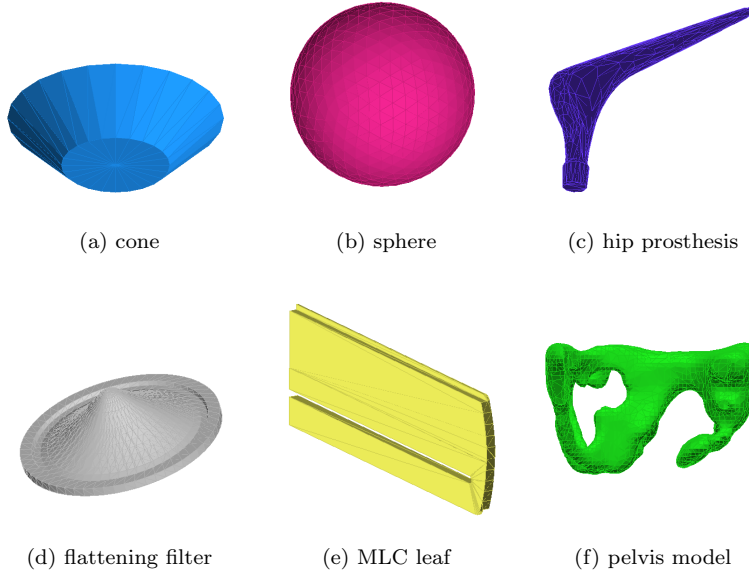
Six test volumes were used to verify the performance of the GEANT4 CAD interface. Three simple geometries, a truncated cone and a sphere generated using MeshLab (Visual Computing Laboratory, Italy) and an artificial hip (generated in-house) were saved in all formats capable of import by the CAD interface. Additionally, a flattening filter from a Varian clinical linear accelerator, a single leaf from a Varian multi-leaf collimator and a model of a pelvis from a CIRS Pelvic Phantom (Model 048) were loaded into GEANT4 using the CAD interface. Each volume, when loaded was visually inspected for qualitative geometric integrity using the GEANT4 OpenGL viewer. Tessellated solid meta-data was dumped for each solid using the *G4TessellatedSolid::DumpInfo* method providing a list of each face and vertex coordinate used to define the GEANT4 volume. This data was then compared directly to the original CAD file describing the same volume. A pass level of 100% matching was set, no rounding errors of the vertex coordinates were accepted and vertex and face counts had to agree exactly.

So as to ensure the loaded geometries were navigable by the GEANT4 kernel, each volume was assigned the material *G4.WATER* and positioned at the center of a *G4.AIR* filled world volume. A general particle source (GPS) was initialized and configured to produce a beam of geantinos (the standard GEANT4 debugging pseudo-particle) aimed at the test volume. Each test volume was bombarded with 100,000 geantinos with the tracking verbosity level set to one and the step length set to 0.1 mm, ensuring any navigation errors associated with the imported CAD geometry were output; the angular distribution of the beam was set so as to target the entire volume ensuring all faces were inside the beam. At any time, if the navigator was unable to determine if it was inside or outside of the tessellated volume as a consequence of invalid volume definition, the test was failed. Geometry overlap tests build into GEANT4, accessible via the */geometry/test/* user interface commands were also used to verify the correct definition of all geometries loaded using the CAD interface.

## 3 Results

Fig.3(a), Fig.3(b) and Fig.3(c) show three simple geometries loaded into GEANT4 via the CAD interface described in section 2.1. Further to this, Fig.3(d), Fig.3(e) and Fig.3(f) show more complex geometries loaded into GEANT4. All test volumes imported using the CAD interface, independent of the CAD file format, passed qualitative visual inspection - no corruption of the geometry was visible. Table 1 displays the vertex and face counts for each volume; there was no difference between the vertex and facet counts reported by VCGLIB or GEANT4.

A comparison between the original CAD file and the dumped face and vertex information from each tessellated solid generated no errors. Additionally, the in-built geometry overlap tests, when performed on all test geometries loaded using the proposed CAD interface, found that the geometry was valid. When bombarded with a simulated source of geantinos, no navigation errors were reported. In the case that a face were to be purposefully excluded from the *G4TessellatedSolid*, the volume would be unnavigable as a consequence of an undefined 'inside' or 'outside', known as a non-closed solid.



**Fig. 3** Six test geometries loaded directly into GEANT4 using the proposed CAD interface and visualised using the GEANT4 OpenGL viewer.

Name	Verts	Faces	Inspection	Dump/Navigation
cone	50	96	Pass	Pass
sphere	642	1280	Pass	Pass
hip	502	1000	Pass	Pass
leaf	120	236	Pass	Pass
filter	1235	2346	Pass	Pass
pelvis	4986	10000	Pass	Pass

**Table 1** Properties of the six volume loaded into GEANT4 via the proposed CAD interface.

The time required to load a mesh using the CAD interface was compared to the time required to load the equivalent geometry from a GDML file. It was found that the load time in both cases was bound by the *G4TessellatedSolid::AddFacet* method. Setup time, including the parsing of the CAD or GDML files was measured and found to be insignificant compared to the time required to add faces to the *G4TessellatedSolid*.

#### 4 Discussion & Conclusion

Using the templated C++ mesh manipulation library VCGLIB, we have demonstrated a technique whereby CAD models may be directly imported as geometry into GEANT4 without the express need for file format conversion using commercial software. Reliability of the interface in terms of preserving model integrity during import was evaluated quantitatively by comparing the vertex coordinates as reported by GEANT4 to the actual vertex coordinates described in the source CAD



file. Currently the interface cannot parse material properties or other GEANT4 specific meta-data, the interface is strictly limited to importing geometry or shape information only. A CAD model imported using the interface however, may be saved as part of an assembly in GDML using tools that are already part of the toolkit where its relation to other parts of the detector construction will be preserved.

By removing the intermediate file format conversion step, unnecessary reliance on commercial third party software can be avoided and any CAD model described by a triangular tessellated surface may be directly loaded as a geometry within GEANT4. Fast geometry definition in GEANT4 from CAD models is also useful if the GEANT4 simulation forms part of the experiment design process. Having a CAD geometry for the manufacture of components for example, and a simulation comprised of primitives effectively decouples the simulation from the manufactured part - even if the part is simple. Using a CAD geometry for simulation requires changes (hole positions for example) be made using CAD, which automatically means the manufacture geometry is up-to-date, or perhaps more importantly, the manufacture and simulation geometries are the same.

No navigation errors were reported for any of the test geometries when bombarded with a simulated source of geantinos and all tessellated solids in GEANT4 were found to be equivalent to the source CAD geometries. Finally, difference in load time between the method described here, and loading the same geometry using GDML was found to be insignificant as the load time for a tessellated solid in GEANT4 is bound by the time that is required to add each face using the *G4TessellatedSolid::AddFacet* method.

The CAD interface for GEANT4 described in this work is freely available for download on the internet along with installation instructions and usage examples at <http://code.google.com/p/cadmesh/>

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